

Adietya Hidayati (2016). Nim: 1102850. Implementasi Pembelajaran aktivitas *Volley Ball Likes Game* Untuk Mengembangkan Waktu Aktif Belajar (Penelitian Tindakan Kelas di Kelas VIII 3 SMP N 1 Bandung). Pembimbing I: Drs. H. Toto Subroto, M.Pd. Pembimbing II: Dr. Bambang Abduljabar, M.Pd

ABSTRAK

Penelitian ini bertujuan untuk memperbaiki proses pembelajaran aktivitas permainan bola voli pada mata pelajaran Pendidikan Jasmani Olahraga dan Kesehatan (PJOK), khususnya untuk mengembangkan waktu aktivitas belajar siswa. Suatu metode Penelitian Tindakan Kelas (PTK) yang terdiri atas dua siklus dilakukan untuk menerapkan implementasi pembelajaran aktivitas *volley ball likes game* untuk mengembangkan waktu aktif belajar siswa. Siklus penelitian dilakukan melalui empat tahapan, yaitu: perencanaan, pelaksanaan, observasi dan refleksi, dengan masing-masing siklus terdiri atas dua tindakan. Subjek penelitian adalah siswa kelas VIII 3 di SMP Negeri 1 Bandung. Teknik pengumpulan data yang dilakukan dalam penelitian ini adalah observasi, catatan lapangan, catatan *observer*, catatan hasil diskusi dan format Waktu Aktif Belajar (WAB). Teknik analisis data untuk data kualitatif dilakukan dengan mendeskripsikan pelaksanaan tindakan melalui catatan lapangan, catatan *observer*, dan catatan hasil diskusi. Sedangkan teknik analisis data kuantitatif dilakukan dengan menghitung prosentase jumlah waktu aktif belajar. Hasil rekapitulasi peningkatan waktu aktif belajar siswa adalah sebagai berikut: Pada pra siklus jumlah waktu aktivitas belajar siswa sebesar 45,41%, memasuki siklus I tindakan I jumlah waktu aktivitas belajar siswa sebesar 48,75%, siklus I tindakan II jumlah waktu aktivitas belajar siswa sebesar 52,5%, siklus II tindakan I jumlah waktu aktivitas belajar siswa sebesar 57,5%, siklus II tindakan II (pengulangan untuk perbaikan dari tindakan I) jumlah waktu aktivitas belajar siswa sebesar 60%. Berdasarkan perkembangan hasil belajar tersebut, maka dapat disimpulkan bahwa pembelajaran aktivitas *volley ball likes game* dapat mengembangkan waktu aktif belajar dalam pembelajaran aktivitas permainan bola voli.

Kata Kunci: Pembelajaran aktivitas *volley ball likes game*, waktu aktif belajar.

Adietya Hidayati (2016). Nim: 1102850 Learning Implementation of Volley Ball Likes Game Activities For Developing Active Learning Time (Classroom Action Research in Class VIII 3 SMPN 1 Bandung). Supervisor I: Drs. H. Toto Subroto, M.Pd. Supervisor II: Dr. Bambang Abduljabar, M.Pd

ABSTRACT

The purpose of this research to improve the learning process volleyball game activities on the subjects of Physical Education and Health (PJOK), especially in developing students' learning active time. A method Classroom Action Research (CAR), which consists of two cycles were conducted apply the Learning Implementation of Volley Ball Likes Game Activities for Developing Active Learning Time. Cycle created carried out through four stages: planning, implementation, observation and reflection, with each cycle consisting of two acts. Subject of research was class VIII 3 SMP Negeri 1 Bandung. The data collection techniques was conducted in this research is observation, field notes, observer notes, notes of discussions and active learning format time (WAB). Data analysis technique for qualitative data was conducted by describing the implementation of the action based on field notes, observer notes, and notes of discussion. Data analysis technique quantitative was done by calculating percentage the amount of time actively learn. The recapitulation of student active learning time improvement of volley ball likes game learning activities implementation are: At the beginning of the observation, the amount of time of students' learning activities was 45.41%, the first cycle of the first actions, the amount of time of students' learning activity was 48.75%, the first cycle of action II the amount of time of students' learning activities was 52.5%, the second cycle of the first actions, the amount of time of student learning activities was 57.5%, the second cycle of action II (repetition for the improvement of the action I) the amount of time of students learning activities was 60%. Based on the development of the learning outcomes, it can be concluded that the volley ball likes games learning activity can develop active learning time in volleyball game learning activities.

Keywords: Learning activities, Volley Ball Likes Game, learning active time